

# Weekly Report

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*Period: 09/23/2013 – 09/29/2013*

## Projects

This week, Xin Zhao and I had a discussion on the user interface design of the browser based application.

## Research

This week, I mainly work on paper revision. According to Prof. Zhang's comments, I revised the uncertainty paper again and submitted this paper to TVCG.

The CAD/CG paper is in the progress of revision. By now, some major concerns of the reviewers are fixed. One reviewer said that the 3D video game result was a bad choice in a paper targeted to visualization. And he also said that we did not provide much detail about the data, the tasks, and interactions. These comments are quite vague. I do not plan to answer these questions. In addition, one reviewer suggested running a user study with more participants. As this task requires much time and efforts, I will ignore this comment. In addition, one reviewer may mix the word "compatible" with "comparable", and gave many comments on how our technique can be compared with color mapping method. This comment will be ignored as well. More grammar and typo errors will be corrected soon.

Besides that, I put much effort on searching paper related to correlation visualization projection. Especially, I searched many papers in the field of image processing. Next, I will go through these papers.

## Work to be done in next week

- Read paper "A "Semi-Lazy" Approach to Probabilistic Path Prediction in Dynamic Environments"
- Have a discussion with all climate projection members for the future work in the next month
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**Reference:**